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Bretscher

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(54) **COMPUTER SYSTEM ARCHITECTURE AND METHOD FOR MULTI-USER, REAL-TIME APPLICATIONS**

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(58) Field of Search **709/205, 201, 709/203, 204, 218, 219, 220, 229, 214, 215; 345/330, 331; 370/264, 265, 267; 379/93.21, 205**

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(57) **ABSTRACT**

An architecture is disclosed for a computer system that runs applications serving multiple users. The computer system includes multiple processors, some of which run quick applications, i.e., requiring real time response, while others run applications with less stringent requirements. Each real time processor can be dedicated to running just one instance of an application. The processors can be of disparate types running disparate operating systems and optimized for disparate applications. The system is centrally controlled with the processors communicating among themselves over a shared LAN or via a communications switch. The system may also facilitate simultaneous voice and data communications among users. Users communicate with the system using any of a number of standard techniques: including dial-up telephone lines, ISDN, packet access services, ADSL, cable TV and the like.

15 Claims, 6 Drawing Sheets

